

SENTRAN KAGURA

SHINOVI VERSUS

Instructional Manual

Thank you for purchasing *SENTRAN KAGURA SHINOVI VERSUS*. Please read this manual carefully before playing, to ensure you have the best possible experience with the game.

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TITLE SCREEN

At the title screen, choose between the two options below, then press the  button to confirm.

New Game	Start the game from the beginning.
Continue	Continue the game from the last save point. Choose from any available saved game.




REGARDING SAVES

After completing a mission, you can save your progress by going to Records → Save in the Ninja Room.

You will need at least 10MB worth of open space in your memory card to save.

- In order to prevent any corruption, please do not turn off the power while saving.

In the Ninja Room, you can prepare for your missions. Press the  button in front of a door, or press the R button anywhere in the room, to access various options from the menu below.

- You can also enjoy conversations with other characters here.

Missions	Missions (pg. 6) are where the action takes place. Choose from the “Shinobi Girls’ Code” mode, where each school’s main story unfolds, “Shinobi Girl’s Heart” mode for individual character stories, or the “Training Field” for practice.
Shinobi Dōjō	Using ad hoc or a wi-fi connection, you can enjoy Online Multiplayer (pg. 11).
Dressing Rm.	Change characters’ outfits and accessories.
Library	Enjoy pictures, music, voice clips, and movies you’ve unlocked or purchased.
Store	Use zeni (in-game money) to purchase various things, or use Lottery Tokens to draw from the Lingerie Lottery.
Character	Change to another character within the same school.
Records	Save your progress, load a saved game, or delete a saved game.
Settings	Change various volume, control, and camera settings.
Change Schools	Switch to the characters of another school.



Here's what the screen looks like during missions:

Opponent's Health Gauge

Time Limit

Player Information

Your Health gauge, Ninja Art gauge, and Ninja Art scrolls.



Combo Hits

BASIC RULES

Defeat all the enemies that appear. When you clear the requirements, your mission will be successful. If either your character's Health or the time limit runs out, you will fail the mission. Take care; shinobi outfits are built for maneuverability, not durability...

If you press the START button during a mission, you will bring up the Pause Menu.

Continue	Close the Pause Menu and resume the mission.
Progress	Look over your character's statistics.
Tech List	Study your character's chain attacks.
Settings	Change various volume, control, and camera settings.
Abort	Quit the mission and fail it.











RESULTS SCREEN

When you finish a mission, a results screen will appear. Based on your performance, you will receive a grade, experience, and zeni (money). When you gain enough experience, you will level up and your skills will increase.



Move	left stick	Tilt the left stick to move.
Dash / Sprint	○ button	Tap the ○ button to perform a short dash. Hold the ○ button to sprint.
Jump / Air Recovery	✕ button	Press the ✕ button to jump. When you are being knocked back, press the ✕ button to recover in midair.
Weak Attack	□ button	Press the □ button to perform quick, light attacks that leave little opening. Keep pressing the □ button to create combos.
Strong Attack	△ button	Press the △ button to perform hard-hitting strong attacks. Press it after a weak attack to perform a different move.
Aerial Rave	◎ button	When you see a green ring effect after launching an enemy, press the ◎ button at the right time to chase the enemy into the air.
Guard	R button	Hold the R button to block normal attacks. Be aware that certain foes' strong attacks can break through your guard.
Camera Control	right stick / rear touch pad	Tilting the right stick or touching the rear touch pad (when the "Rear Touch Pad" option is active in Settings) will move the camera.
Lock On	screen (touchscreen) / tap up button	When you touch the screen or tap the up button, the camera will lock onto your current target.
Taunt	hold up button	When you hold the up button, you will taunt the enemy. Taunting extends the duration of combo hits.

Limit Break	down button	Tap the down button to force your enemies back and give yourself some breathing room. Costs a little health to use.
Shinobi Transformation	L button	With at least one Ninja Art scroll available, press the L button to perform a Shinobi Transformation. Your outfit and attacks will change, your Health gauge will fully recover and you'll gain access to your Secret Ninja Arts (see below). * You can only perform one Shinobi Transformation per mission, and cannot revert back or go Frantic afterwards.
Frantic Mode	R button + screen (touchscreen) / R button +  button	While holding down the R button, either press the  button or touch the screen (touchscreen) with two fingers and slide them apart. You will lose your outfit and go into your lingerie. Your power, attack speed, and mobility will increase, but your defense will severely drop. You will also gain access to your Secret Ninja Arts (see below). * Once you go Frantic, you cannot revert back to your normal clothing or go into Shinobi Transformation.
Secret Ninja Art 1	L button +  button	After a Shinobi Transformation or going Frantic, hold the L button and press the  button to use one scroll and perform a powerful attack.
Secret Ninja Art 2	L button +  button	After a Shinobi Transformation or going Frantic, hold the L button and press the  button to use two scrolls and perform a very powerful attack.
Ultimate Secret Ninja Art	L button +  button	After a Shinobi Transformation or going Frantic and having less than 20% health, hold the L button and press the  button to use five scrolls and perform an extremely powerful attack. (Must be unlocked first by completing Chapter 4 in your chosen school's story.)

WHAT IS FLOWER OF BALANCE?

Flower of Balance consists of three skill-enhancing properties: Yin, Yang, and Flash. Your affinity for each property will change with your clothing style (Default, Shinobi Transformation, or going Frantic). Each property has a gauge representing mastery. Each gauge, in turn, has five markers, with each marker representing a new technique. When you completely fill a gauge, you will have access to that property as a Mode, and its corresponding abilities will be strengthened.



Flash / Flash Mode	Regular Outfits	Regular clothes are tied to the “Flash” property. Flash techniques include various perks such as increased EXP and an enhanced guarding ability.
Yang / Yang Mode	Shinobi Outfit (Shinobi Transformation)	Shinobi outfits are tied to the “Yang” property. You can gain various techniques such as increased attack/defense and automatic Health/Ninja Art gauge recovery.
Yin / Yin Mode	Lingerie (Frantic)	Frantic Mode is tied to the “Yin” property. Your attack power will heavily increase, but your defense will heavily decrease. Yin techniques can teach you to recover your Ninja Art gauge and Health gauge from taunting. * Going into your lingerie from outfit damage does not count as going into the “Yin” property.

HOW TO START ONLINE MULTIPLAYER

From the Ninja Room, go to the “Shinobi Dōjō,” then “Battle.”

Two sub-menus will appear:

Ad Hoc Play	Using the ad hoc feature, you can play with other nearby players. Before going into battle, make sure to set everyone on the same channel. * Battle results will not be reflected in the Rankings.
Online Play	Play with other players over the Internet via wi-fi. * Battle results will be reflected in the Rankings.



NOTICES REGARDING ONLINE MULTIPLAYER

- Before starting a battle, please set aside enough time to finish it.
- Please do not disrupt the other players by disconnecting during an online battle.
- Your account name will be displayed to many people. Please do not include personal information, profane language, or words that may make other players uncomfortable.
- When using ad hoc play, players will see each other's names as they appear on the Friends application.

For more information on this game,
please visit

www.marvelous-usa.com

www.xseedgames.com



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WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.



If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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